

GETTING STARTED

Insert joystick into port. Remove/disable any disk interfaces. Insert cassette into unit. Press "CTRL" and small "ENTER". Press PLAY then any key.

When the title screen appears, press FIRE. The next screen shows the blueprint for your tank which will take a few seconds to build. When you see the green "ACTIVATED" prompt at the bottom of the screen, press FIRE. You are now ready to face the terrors of the Panzadrome.

You'll notice several things about the screen. On the left is the mine scanner. This shows the mines in your path. Next to the mine scanner are four status windows indicating the number of mortars you have (you start with none, incidentally – like most other desirable features on a tank they can be found elsewhere on the island), your armour screen, fuel status and the number of mines you have.

The six windows to the right show the damage taken by your turret, mine layer, polycrrete module, wheels, mortar and scanner. Green means you're O.K., magenta means things are looking sticky, red means one more hit and you lose that feature and black means Aaargh!!!

In order to repair your tank and pick up extra bits, just drop into your nearest factory . . .

TO SELECT WEAPONS

M ► MORTAR ► Press to range and release to fire.

P ► POLYCRETE ► Press fire to fill craters.

L ► LANDMINES ► These are laid and the next enemy to pass over them will blow up.

T ► TANK ► Cancels selected option.

TO CONTROL TANK

UP ► Forward. **DOWN ►** Reverse.

RIGHT ► Rotate right. **LEFT ►** Rotate left.

SPECIAL CONTROLS

Q ► Quit, use it when you're stuck and to restart game.
To pause the game you enter a factory.

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